## USN: 1BM22CS259

## LAB-5: Grey Wolf Optimizer (GWO):

```
CODE:
import numpy as np
import matplotlib.pyplot as plt
# Step 1: Define the Problem (a mathematical function to optimize)
def objective_function(x):
  return np.sum(x^{**}2) # Example: Sphere function (minimize sum of squares)
# Step 2: Initialize Parameters
num wolves = 5 # Number of wolves in the pack
num_dimensions = 2 # Number of dimensions (for the optimization problem)
num_iterations = 30 # Number of iterations
lb = -10 # Lower bound of search space
ub = 10 # Upper bound of search space
# Step 3: Initialize Population (Generate initial positions randomly)
wolves = np.random.uniform(lb, ub, (num_wolves, num_dimensions))
# Initialize alpha, beta, delta wolves
alpha_pos = np.zeros(num_dimensions)
beta_pos = np.zeros(num_dimensions)
delta_pos = np.zeros(num_dimensions)
alpha_score = float('inf') # Best (alpha) score
```

# To store the alpha score over iterations for graphing

beta\_score = float('inf') # Second best (beta) score

delta\_score = float('inf') # Third best (delta) score

```
alpha_score_history = []
# Step 4: Evaluate Fitness and assign Alpha, Beta, Delta wolves
def evaluate_fitness():
  global alpha_pos, beta_pos, delta_pos, alpha_score, beta_score, delta_score
  for wolf in wolves:
    fitness = objective_function(wolf)
    # Update Alpha, Beta, Delta wolves based on fitness
    if fitness < alpha_score:</pre>
      delta_score = beta_score
      delta_pos = beta_pos.copy()
      beta_score = alpha_score
      beta_pos = alpha_pos.copy()
      alpha_score = fitness
      alpha_pos = wolf.copy()
    elif fitness < beta_score:
      delta_score = beta_score
      delta_pos = beta_pos.copy()
      beta_score = fitness
      beta_pos = wolf.copy()
    elif fitness < delta_score:
      delta_score = fitness
      delta_pos = wolf.copy()
# Step 5: Update Positions
def update_positions(iteration):
```

```
for i in range(num_wolves):
  for j in range(num_dimensions):
    r1 = np.random.random()
    r2 = np.random.random()
    # Position update based on alpha
    A1 = 2 * a * r1 - a
    C1 = 2 * r2
    D_alpha = abs(C1 * alpha_pos[j] - wolves[i, j])
    X1 = alpha_pos[j] - A1 * D_alpha
    # Position update based on beta
    r1 = np.random.random()
    r2 = np.random.random()
    A2 = 2 * a * r1 - a
    C2 = 2 * r2
    D_beta = abs(C2 * beta_pos[j] - wolves[i, j])
    X2 = beta_pos[j] - A2 * D_beta
    # Position update based on delta
    r1 = np.random.random()
    r2 = np.random.random()
    A3 = 2 * a * r1 - a
    C3 = 2 * r2
    D_delta = abs(C3 * delta_pos[j] - wolves[i, j])
    X3 = delta_pos[j] - A3 * D_delta
    # Update wolf position
```

wolves[i, j] = (X1 + X2 + X3) / 3

a = 2 - iteration \* (2 / num\_iterations) # a decreases linearly from 2 to 0

```
# Apply boundary constraints
      wolves[i, j] = np.clip(wolves[i, j], lb, ub)
# Step 6: Iterate (repeat evaluation and position updating)
for iteration in range(num_iterations):
  evaluate_fitness() # Evaluate fitness of each wolf
  update_positions(iteration) # Update positions based on alpha, beta, delta
  # Record the alpha score for this iteration
  alpha_score_history.append(alpha_score)
  # Optional: Print current best score
  print(f"Iteration {iteration+1}/{num_iterations}, Alpha Score: {alpha_score}")
# Step 7: Output the Best Solution
print("Best Solution:", alpha_pos)
print("Best Solution Fitness:", alpha_score)
# Plotting the convergence graph
plt.plot(alpha_score_history)
plt.title('Convergence of Grey Wolf Optimizer')
plt.xlabel('Iteration')
plt.ylabel('Alpha Fitness Score')
plt.grid(True)
plt.show()
```

## **OUTPUT:**

```
→ Iteration 1/30, Alpha Score: 8.789922247101906
    Iteration 2/30, Alpha Score: 8.789922247101906
    Iteration 3/30, Alpha Score: 8.789922247101906
    Iteration 4/30, Alpha Score: 6.409956649485766
    Iteration 5/30, Alpha Score: 3.383929841190778
    Iteration 6/30, Alpha Score: 1.1292299489236237
    Iteration 7/30, Alpha Score: 0.8136628488047792
    Iteration 8/30, Alpha Score: 0.07110881373527288
    Iteration 9/30, Alpha Score: 0.03823180120070083
    Iteration 10/30, Alpha Score: 0.021111314445105462
    Iteration 11/30, Alpha Score: 0.00874782100259989
    Iteration 12/30, Alpha Score: 0.00874782100259989
    Iteration 13/30, Alpha Score: 0.00874782100259989
    Iteration 14/30, Alpha Score: 0.005066807028932165
    Iteration 15/30, Alpha Score: 0.0011746187200998674
    Iteration 16/30, Alpha Score: 0.0011746187200998674
    Iteration 17/30, Alpha Score: 0.0008078646351838173
    Iteration 18/30, Alpha Score: 0.0008078646351838173
    Iteration 19/30, Alpha Score: 0.0006302256737926024
    Iteration 20/30, Alpha Score: 0.0005272190797352655
    Iteration 21/30, Alpha Score: 0.00035614966782860404
    Iteration 22/30, Alpha Score: 0.0003270119398391142
    Iteration 23/30, Alpha Score: 0.00022723766847392013
    Iteration 24/30, Alpha Score: 0.00022152382849585967
    Iteration 25/30, Alpha Score: 0.00022152382849585967
    Iteration 26/30, Alpha Score: 0.00020102313789207912
    Iteration 27/30, Alpha Score: 0.0001974565833678501
    Iteration 28/30, Alpha Score: 0.0001547675581999543
    Iteration 29/30, Alpha Score: 0.00014751518222697009
    Iteration 30/30, Alpha Score: 0.00014751518222697009
    Best Solution: [ 0.00643925 -0.01029812]
    Best Solution Fitness: 0.00014751518222697009
```

